

----= ST REPORT INTERNATIONAL ONLINE MAGAZINE =----

"The Original 16/32bit Online Magazine"

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> 01/31/92: STReport #8.05 "Reporting ABOUT Atari not FOR Atari!"

- The Editor's Desk - CPU REPORT - TURBO Sub Review
- Compaq Recycling - Dancing Bombs - The Bounty!
- Wireless Modem! - SSAG AUCTION - GOOD Back-Up
- 50Mhz RISC CPU Ships - PORTFOLIO NEWS - STR Confidential

-* BIG DOING'S PLANNED FOR CEBITT! *-
-* NEW TOS ALMOST READY! *-
-* Microsoft - NOT Guilty! *-

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ST REPORT INTERNATIONAL ONLINE MAGAZINE
The _Number One_ & Original 16/32 bit Online Magazine
-* FEATURING WEEKLY *-
"UP-TO-DATE News and Information"
Current Events, Original Articles, Tips, Rumors, and Information
Hardware - Software - Corporate - R & D - Imports

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STReport's support BBS, NODE 350, invites BBS systems, worldwide, to participate in the Fido/F-Net Mail Network. Or, call Node 350 direct at 904-786-4176, and enjoy the excitement of exchanging information relative to the Atari ST computer arena through an excellent International ST Mail Network. All registered F-NET - Crossnet SysOps are welcome to join the STReport Crossnet Conference. The Crossnet Conference Code is #34813, and the "Lead Node" is # 350. All systems are welcome and invited to actively participate. Support Atari Computers; Join Today!

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WHAT'S NEW IN THE ATARI FORUMS (January 31)

"HIDDEN" TREASURES IN ATARI PRODUCTIVITY FORUM (GO ATARIPRO)

DO YOU HAVE THIS FILE? PHONE SPELL - A program that generates words and phrases which spell out any given phone number on a standard dial or keypad. Useful for remembering important phone numbers or for helping others to remember yours. Also just fun to see what phrases your favorite phone numbers generate.

File: FONSPE.ARC in Library 5 ("Applications").

DO YOU HAVE THIS FILE?

ASTROCAL - generates a calendar for any given year which shows times for moonrise, moonset, sunrise, sunset, moon phases, solar and lunar eclipses, solstices, and equinoxes. Also generates planet viewing reports showing dates, right ascension and declination, phase, elongation, Easter dates, and much more.

File: ASTROC.ARC in Library 5 ("Applications").

ANOTHER NEW VERSION OF PINHEAD NOW AVAILABLE!

Charles F. Johnson has uploaded the latest version of PinHead, version 2.1, to Library 6 of the Atari Productivity Forum (GO ATARIPRO). This version works with ANY version of TOS... Download PINH21.ARC and get the fastest bootup you have ever seen!

*** ATARI OVERSEAS ***

The Sysops have opened up a new message section (15) of the Atari Arts Forum (GO ATARIARTS) entitled ATARI "OVERSEAS" especially for our new members from the UK, Europe and Australia.

MESSAGE SECTION CHANGES IN ATARIPRO

We've made a slight modification to the names of our message sections in the Atari Productivity Forum (GO ATARIPRO). Sections 4 and 5 (Personal

Applications and Business Applications) have been combined into a single section named APPLICATIONS and a new section has been setup under the subject NETWORKING ATARIS. Both sections are available to the entire membership, but adjust your individual section settings accordingly.

NEW FROM GRIBNIF SOFTWARE

The following files are now available in LIBRARY 8 ("Gribnif Software") of the Atari Vendors Forum (GO ATARIVEN):

XBOOT.LZH - Gribnif's Press Release for X-Boot - Boot Mgr
STDEMO.LZH - A Demo for STalker the hottest graphical telcom
CRAZY.TXT - Gribnif Software announces CRAZY DOTS!
CFDEMO.LZH - Gribnif Software's CardFile 3 Test Run Demo
302_03.LZH - CardFile 3.02 patch to version 3.03
301_03.LZH - CardFile 3.01 patch to ver. 3.03
300_03.LZH - CardFile 3.00 patch to version 3.03

NEW FROM ICD!

ICD has just uploaded the latest versions of their host adapter utilities. See the file ICDHST.ARC in Library 7 (" ICD, Inc.") of the Atari Vendors Forum (GO ATARIVEN).

NEW FROM MAXWELL CPU!

For MIDI Enthusiasts, Maxwell CPU has released a freeware MIDI controlled slide show program. DEGAS image colors are controlled by the tempo, dynamics, chords and notes input through the MIDI port. GO ATARIVEN and download file DANCE.LZH from LIBRARY 6 ("Maxwell CPU").

NEW SUPRA MODEMS ANNOUNCED!

Please read file SUPRA.V32 in LIBRARY 15 ("Supra Corp.") of the Atari Vendors Forum (GO ATARIVEN) for information on Supra's new 9600 and 14400 baud fax-modems.

TEASER!

Just a little teaser ... We've already received commitments from Atari Corp. and other vendors who have donated prizes to be given away during the 24-hour Port-A-thon to be held on Feb 21-22. So far over 54 hardware and software prizes have been donated. A list of prizes and vendors will be published shortly.

THE ATARI PORTFOLIO FORUM ON COMPUSENCE
HAS BEEN DESIGNATED AN
OFFICIAL SUPPORT SITE BY ATARI CORPORATION

"GO APORTFOLIO TO ACCESS THE ATARI PORTFOLIO FORUM"

Issue #05

Compiled by: Lloyd E. Pulley, Sr.

-- Michelangelo Virus Hits Leading Edge Computers

A hard drive virus which erases a computer's hard disk on Michelangelo's birthday, March 6th, has been found on new PCs produced by Leading Edge Products Inc.

According to sources at Leading Edge, the virus was spread from a vendor who provided hardware and software. They believe the virus was inadvertently introduced on a disk that came into the Compton, Calif. facility. While Leading Edge ships more than 15,000 PCs a month, the virus seems to be confined to only 500 units.

Reportedly, a retailer originally detected the problem and company technicians have been to warehouses to fix computers that hadn't been sold.

An official at Leading Edge said that some 80% of the affected customers already have been tracked down and Leading Edge will send customers software designed to track and eradicate viruses.

-- Compaq Introduces Battery Pack Recycling

Claiming to be the first of its kind in the industry, Compaq Computer Corp. has launched a nationwide PC battery pack recycling program.

Compaq laptop and notebook PC customers are asked give their used up rechargeable battery packs for recycling to one of three special facilities that will separate reusable metals from the packs and then sell them for use in new products.

"Because we're concerned about our customers as well as the environment, we are establishing partnerships with Compaq users to help protect our environment and preserve our natural resources," said Eckhard Pfeiffer, Compaq's president and chief executive officer.

"Compaq is committed to operating in a safe and environmentally sound manner, utilizing engineering controls, active programs and the creativity and ingenuity of our personnel. This program reinforces Compaq's commitment to innovation -- from the innovative design of our PCs to initiatives such as this recycling program," he added.

The life expectancy of a Compaq battery pack is two years.

-- Wireless Modem Introduced

What is being called the world's first mass market portable wireless modem has been introduced in Paramus, N.J., by Ericsson GE Mobile Communications Inc.

It is a \$1,795 unit called the Mobicom that the company says provides two-way wireless data communications for palmtop, notebook and laptop computers as well as industrial handheld terminals.

"Utilizing Mobitex wireless data networks operated by RAM Mobile Data USA Limited Partnership and Rogers Cantel in Canada," says the a statement from the company, "the Mobicom supports automatic nationwide roaming for PC users that travel around town or across the country."

The modem weighs under a pound and has a flexible, fold-down antenna. Ericsson GE says it plans to begin initial shipments by the end of the first quarter, with volume production to start in the second quarter.

-- MIPS R4000SC Processor Begins Shipping

MIPS Computer Systems Inc. said this week that the introduction of Silicon Graphics' new IRIS Crimson products signals the beginning of volume shipments of the 50 MHz R4000 secondary cache (R4000SC) microprocessor.

The R4000SC joins the R4000PC (primary cache) processor in the merchant RISC market to deliver a range of cost and performance points from six semiconductor vendors. The R4000PC offers an entry-level cost in a RISC component for personal computer-class systems, while the R4000SC processor delivers greater power for systems and applications demanding more performance.

In addition to the R4000PC and R4000SC versions, the R4000MC, a multiprocessor part, is now being sampled by MIPS' semiconductor partners. Volume production of the R4000MC is expected to begin in the first half of this year. MIPS' semiconductor partners are Integrated Device Technology, LSI Logic, NEC, Performance Semiconductor, Siemens and Toshiba.

MIPS Computer Systems Inc. is a leading supplier of technology based on reduced instruction set computing (RISC), including computer systems, optimizing compilers and technology products.

-- Commodore's 2nd Quarter Earnings are \$40.1 Million

Commodore International Limited this week reported earnings of \$40.1 million, or \$1.18 per share on sales of \$371.6 million for the second fiscal quarter ended Dec. 31, 1991.

This compares with earnings of \$36.5 million, or \$1.12 per share on sales of \$384.1 million in the year-ago quarter.

Unit sales of the Amiga line increased 21 percent while C64 sales experienced nominal growth. Sales of the Professional PC line and CDTV combined to offset volume declines related to the discontinued low-end MS-DOS range.

-- IBM and Blockbuster Video Team Up

IBM and Blockbuster Video are testing an in-store computer intended to allow customers to preview movies and to scan a database of available films.

Blockbuster Entertainment Corp. is testing the IBM movie selection system at a Blockbuster store near Boca Raton, Fla., and if the tests work out, the system could be launched at Blockbuster stores elsewhere within the year.

"The use of multimedia displays -- with text, sound and video -- is fast becoming a marketing tool in the 1990s for retailers," said Stuart N. Fullinwider, director of strategic technologies for Blockbuster.

Currently, 1,100 movie previews are programmed into the system and within three months, Blockbuster expects to have previews of 5,000, or nearly half, of the movies available for rent in its stores.

-- Lotus Hopes to Expand its Share of Spreadsheet Market

Lotus Development Corp. announced that it intends to expand its share of the spreadsheet market in all segments and to get a bigger piece of the communications market with its Notes and cc:Mail programs.

Lotus also has hopes of expanding its presence in the word processing and presentation graphics markets and to step up efforts in portable and pen-based computing.

-- Microsoft Found Not Guilty

A federal jury has found Microsoft Corporation not guilty of charges it breached a non-disclosure agreement and misappropriated trade secrets of a Kuwaiti firm specialized in Arab-language software.

The jury found that neither Microsoft nor the designers, Iskandar Morcos and Mohammed Rashid, violated Washington state's trade secrets act.

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GEnie service:

Set your communications software to Half Duplex (or Local Echo)
Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).
Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

GENie costs only \$4.95 a month for unlimited evening and weekend access to more than 100 services including electronic mail, online encyclopedia, shopping, news, entertainment, single-player games, and bulletin boards on leisure and professional subjects. With many other services, including the biggest collection of files to download and the best online games, for only \$6 per hour.

MONEY BACK GUARANTEE! Any time during your first month of membership if you are not completely satisfied, just ask for your \$4.95 back.

GENie Announcements (FREE)

1. A WORD FROM GENIE REGARDING SYSTEM SPEED.....
2. Do you have a GENie Decal..... *ORDER
3. SHOWDOWN, join the world's biggest game show..... TRIVIA
4. GARDNER DOZOIS of Asimov's SF Magazine in RTC, Sunday on the..SFRT
5. RTC from Germany: Crisis in Education--the German solution....GERMANY
6. Talk to ANNE MCCAFFREY from Ireland in special RTC in.....WRITERS
7. New books for genealogists..... GENEALOGY
8. Feeling curious: maybe it's Mercury entering AQUARIUS in.....STARS
9. D&D Cyclopaedia Project Coordinator Bruce Heard visits.....TSR
10. Hot games - big fun - HUGE value - hurry, hurry, hurry.....SOFTCLUB
11. Join online DIET and STOP SMOKING support groups--->.....*HOSB
12. Hacking SUPER NINTENDO on the.....PSRT
13. HOT topics, on fire, in fact.....ALERT
14. If you're a fan of ALDUS products, tell us.....DTP
15. Get the Spring & Summer Catalog NOW at.....JC PENNEY

Welcome to the ST Roundtable

ST.REPORT uploaded yet another ZIP utility. See file# 22443 for ST ZIP 1.1. We thank Ralph Mariano for uploading this.

R.MONFORT1 uploaded a sample of planets. See file# 22444 Ringo uploads great samples of graphics and animation. Do a search on his name to see just how many!

GRMEYER uploaded quite a great selection of software. See file# 22447 to 22450 for the GFA manual 3.0, a ZX Spectrum emulator, Chap 3.2 critical path program to the Le Radacteur3 demo. We appreciate all the foreign files he shares with us!

Z*NET uploaded their PC Online Magazine Logo. If you are interested in the PC market, check the logo out as well as their PC magazine. The logo is file# 22451.

SGUBER uploaded -yet- another utility. This one allows you to convert Dynacadd to Cybersculpt. See file# 22452. W.PARKS3 uploaded a TT HI-REZ patch for MVG W-Z. The file # is 22454. If you own both, this is a MUST!

OUTRIDER uploaded a MacPaint picture that he describes as AWESOME. See file# 22457.

L.MEARS uploaded the latest Instant Graphics online

utility. See file# 22450.

D.HELMS uploaded numerous adult pictures. These are 16 Gray scale quality. See file# 22463 to 22470. Great quality pics.

W.PIKE uploaded version 5.6 of Whatis. This version will tell you if you have a LH1 file to a LH5. There are various other uses but this was the *added* feature to this neat utility. See file# 22476 for this useful utility.

DOUBLE-CLICK uploaded an update of Data Diet to the release 1.0b. If you own this version, this is a GREAT way of DOUBLE CLICK allowing you to update. See file# 22479.

T.HARTWICK uploaded an adult spectrum file of a blonde. See file# 22480.

Did you miss the class sponsored by Lexicor? Well you missed a great deal. If you are interested on what happened, see file# 22481 for the transcript of the class. My hats off to J.COLE18 for doing an excellent job.

Now if you did attend, you probably realize that you now have homework to complete. See file# 22483 for your first homework assignment. Study hard and enjoy!

J.SUPPLE uploaded a collection of his BEST spectrum pictures. These are sure to be winner for all of the graphics fanatics. See file# 22486.

JWC-OEO uploaded the latest 2COLUMNS program. This utility allows you to print text in 2 columns. See file# 22487 and file# 22488 for the extra RSC files for 2COLUMNS.

E.KRIMEN uploaded a very good SEQ animation of a spaceship. See file# 22489 and a Ray Trace PRG. See file# 22490.

S.SMITH65 uploaded texture Map pics for GFA Raytrace. See #22491

B.ZAWALSKI1 uploaded a GEM shell for the compression utilities. See file# 22492.

A.FASOLDT uploaded MANY Spectrum 512 pictures he converted from GIF. See file# 22494 to 22521 for these files. WOW thanks for so many!

The ST Roundtable Staff wants to thank everyone that has taken the time to upload. Uploading is FREE but we sure do appreciate the effort and the time.

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> The Flip Side STR Feature "....a different viewpoint"
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A LITTLE OF THIS, A LITTLE OF THAT
=====

by Michael Lee

A thread from Delphi concerning different high-speed modems.

From JBEAU (Sorry about the misspelling of your name in last weeks issue) on Delphi....

If you are thinking of moving up to a 9600 baud modem here you are.

OKIDATA 9600

110, 300, 1200, 2400, 9600, 19.2, 38.4
v.32 ,v.42 MNP levels 2 through 5

\$269.99 plus S/H \$8.50

Call Damark 7:00am-9:00pm CST at 1-800-788-7001
Visa, MasterCard, Discover Card, American Express taken.

They can give you the number to order the item on.

A word of caution from Ken Helms on Delphi...

A word of caution. A member of our user group got one of the 9600 baud OKIDATA modems and found he had to replace one of the chips to get it to work. I don't remember all of the details and he did get the chip free from OKI. Our BBS has a 9600 baud dual standard modem and it wouldn't work with it until the chip was replaced.

I may get one of the new Supra 9600 baud modems. (\$239 in Computer Shopper)

More from L.McClure on Delphi...

Or, if folks want to wait a bit, they can get the new Supra V.32/faxmodem for \$239 from Computability. (Of course, they will not be able to use the fax features until someone writes ST software for it, but at that price, just enjoy the data side of the modem).

Oh, of course the Supra also has V.42,V42bis,MNP2-5, *and* MNP10 (used in many cellular modems).

Or, for those who really feel the need for speed, I have seen at least one place advertising Supra's V.32bis version of the above mentioned modem at a price of \$335. (So less than \$100 buys you 50% more speed

....if you find another V.32bis to connect to...otherwise you get 'just' the same connection as you would with the V.32 model). <grin>

Some info on the new Supra modems from Wanye Dunham on Delphi...

Supra just announced 2 new FAX/modems. Here are the stats for them as listed in their text file.....

Supra Faxmodem V.32bis V.42 \$399.95 Max FAX rate 14,400bps Max data (modem) rate without data compression 14,400 bps, max throughput with MNP 5 as 28,800 bps, Max throughput with V.42bis 57,600 bps.

Supra Faxmodem V.32 V.42 (note the no bis on v.32) \$299.95. Max fax rate 9600 bps, max data rate without data compression 9600 bps, max throughput with MNP 5 is 19,200 bps, max throughput with V.42bis is 38,400 bps.

Besides the difference in the max data rates the only difference I can see between the two is the fact that one is listed as being V.32 & V.32bis compatible, while the other is only V.32 compatible. I do not know whether that is the reason for the difference in the data rates or not.

At any rate the price is great for either of them. Another plus is that they are already FAX ready so you don't have to go out and buy a FAX machine if/when you should ever need one.

General high-speed modem info from L. McClure on Delphi...

V.32 denotes a maximum actual transmission rate of 9600bps (with fallback speeds to 7200 and 4800 as I recall).

V.32bis denotes a maximum actual transmission rate of 14,400bps, adding an extra fallback speed of 12,000bps, and all those that V.32 has.

Another item I am less than certain about; I believe V.32bis supports 'fall forward' capability, so that if line quality improves after a speed dropback, that the modem will 'upshift' again to a faster speed...something that is not included in the V.32 standard. However, this could simply be a feature some companies have added to their V.32bis modems, in which case the Supra V.32bis modem may or may not support it.

Another note: The Zoom V.32 modem is actually a hybrid, because it supports the 12,000bps V.32bis 'fallback' speed as a 'turbo' mode of its normal V.32 operation. So, if you connect to another Zoom V.32 or any V.32bis, you would get a max rate of 12,000bps instead of the 'normal' 9600bps.

From what I understand, the Supra modems use a standard chip (set) from a third party manufacturer (Rockwell??), and therefore you can expect that other less expensive (than present, not necessarily less than the Supra) V.32/V.32bis/fax modems will follow this year.

Megafile 44 problems - Thread from CIS.

Question from Ken Salstrom on CIS...

I've been having trouble with my Megafile44. When I turn it on and put in the cartridge, the yellow light flashes, becomes steady, there's a noise and the green light comes on and the yellow light goes off. After a few seconds there is a click, the green light goes out, and the yellow light flashes. The green light flashes 5x, the yellow light flashes 2x, then repeats.

I have a 4.5 year old Supra 20meg drive connected to the back of the Megafile44. I have a 520STe with 4 megs, an external DS floppy, a modem and a printer also attached. The Megafile44 gave me the same problem with my 1985 520, which died last month. It also behaves the same with the Supra turned off.

Does anybody have any idea what the problem is?

Answer from Bill Aycock (sysop) on CIS...

The flashing lights signal an error. In this case, the book says 5 green flashes and 2 amber flashes mean "Spindle speed abnormal or no servo". Sounds like the drive needs work.

...Cleaning the innards isn't likely to help. Sounds like the circuit that controls the drive speed has blown. You didn't mention whether you could hear the drive spinning up before the LEDs start flashing, but apparently even if it's spinning the control circuit doesn't like how fast it's going and can't get the speed right.

A friend has my Syquest manual, but I think they gave a specification of time to repair = 30 minutes... they consider the whole drive as a single unit, and a repair consists of swapping it out for a new one.
:-)

You can call Syquest Technology at 415-490-7511 or write them at 47923 Warm Springs Blvd, Fremont CA 94539. They may have some suggestions. (Also be sure to request a copy of the SQ555 Users Guide - it's free, and lists the error codes plus lots more info [like how the SCSI interface works and other stuff I can't begin to understand

Answer from George Richardson (Merlin Group) on CIS...

Yep, Bad drive! I had the same thing happen to me. The system is unable to do some thing that it needs to, and is giving you a diagnostic message, for which I have no information.

...I called Syquest directly at 1-415-226-4000. They told me the drive was still under warranty, so I sent in and about a week and a half later they sent me a new one.

The old drive had chewed up a disk, resulting in a bad disk and the head of the drive being lunched. I think some dirt got into the drive.

That's something I had never thought of before, but now I *always* eject the disk when I'm done so that no dirt gets in.

From Dana Jacobson on Delphi...

The South Shore Atari Group's annual software/hardware auction is

scheduled for February 21st. The meeting is on a Friday, at 7:00 pm. Our meetings are held at UMass/ Boston, in Room 207. The room is located on the first floor of McCormack Hall (green area in the underground parking lot). Turn right as you exit the elevators, go past the Information Desk and through an orange double door. The room is the 3rd or 4th one down on the right.

About the auction!! You do not have to be a SSAG member to participate. All software offered to be auctioned must be in original format (original disks and documentation). If you have the original packaging, include it. All hardware must be in working order unless noted otherwise beforehand.

"Seller" will auction on a first-come first-serve basis. Any person(s) having a lot of items for auction will be allowed to auction 5 items at a time to expedite the proceedings. This means that you will have more than one slot in the "schedule". We reserve the right to make exceptions (someone with 6 items, for example!). All sales are final and the SSAG is not responsible for faulty or incomplete items.

The South Shore Atari Group will get 10% of all sales from each seller. Also, to be fair to all sellers, minimum bids will start at \$10.00 unless the seller decides otherwise. This minimum bid is recommended for "good" software and will allow the seller the means to recoup some degree of loss. We do not want to see sellers having to "give" software away. Obviously, there will be some items for bid that do not warrant a \$10 minimum (an old program which has ben updated umpteen times since, for example).

So, remember, the 3rd Annual SSAG Auction is Feb. 21, at 7:00 pm at UMass/Boston. The earlier you get there, the better! You don't want to miss out on that one item you've been searching for!! Bring plenty of money, as there will be plenty of bargains!! See you all there.

Any questions, contact me at Toad Hall, BCS/Atari, or the Question Mark BBS. You can also reach me on Delphi (DPJ) or on GEnie (D.JACOBSON2) if for some reason you don't call the local Boston Boards.

A thread about Dancing Bombs from CIS.

Question from one of our Russian users, Boris Molodyi, on CIS...

Does anybody know what the following bombing (the most spectacular kind, I guess) means?

Sometimes machine freezes, and in the middle of the screen I have a row of bombs, but not usual static ones... No. This are stretched all the way to the bottom, and they're rotating. Like now all of them are black with that wick on top, next moment they turn a bit and I see only wick and thin vertical lines, and the next moment I se several vertical lines and no wick for each bomb.

I can understand what usual couple of bombs means. But a whole row of dancing bombs?!

Not that it is a question of life and death, but I'd like to know what does it mean (like that machine will really bomb, you know, like it

has TNT somewhere on motherboard :-), or something else. May be I have a unique ST with golden SHIFTER chip, and this dancing bombs guard it :-)).

....It just happens once in a while. And I ran it at 130 volt (couldn't get Soviet 220 any lower) and 50Hz for over a year, and it never had any problem (except that one and very bad TV output), so I hope it will not burn.

One answer from Ron Luks (Sysop) on CIS...

I don't want to scare you, but when my old ST started to do that (a whole row of dancing bombs) it burned out completely about a month or two later.

Answer from Rob Rasmussen on CIS...

I saw "animated bombs", similar to what you described, when my 4 meg "solderless" board kept coming loose. It was intermittent at first, but then it happened so frequently that I could no longer use my ST. So I got it fixed, with solder. Have you checked to make sure nothing's loose inside?

From Richard E. Paddock on CIS...

I think the "solderless ROM upgrade" message contains the germ of a clue. Soldering the connections solid fixed the problem. It is fairly common for chip-to-socket contact to become poor over time because the aluminum of the contacts oxidizes (slowly). If that is the case, reseating the chips may solve the problem.

There have been two methods recommended for this process. The first (and easier) method is called "the 3-1/2 inch solution": raise the front edge of your computer's case 3-1/2 inches above the desktop and drop it. This mechanical jiggling sometimes solves the problem. If it does, expect it to be a temporary solution, because the oxidation continues, and this is generally a not-very-robust solution.

[NOTE: In no way does STReport endorse this method.]

The second method is to open your machine up (this voids the warranty, but I gather that your machine is more than 90 days old, so no problem) and firmly push down on all chips that are in sockets. Don't push too hard, or you might cause problems with the motherboard. You should also ground yourself before touching the chips so that you don't zap them. The chips most likely to cause the problem you describe are the MMU and the memory.

...The problem you have can be caused by loose chips whether you have a memory upgrade or not. The loose chips (or bad contacts) seem to occur over time.

Answer from Mark Kelling on CIS...

When I had that same thing on my MEGA 4 ST it turned out the SHIFTER chip has "shifted" slightly in its socket. (Hmmmm, what else is a chip named "shifter" supposed to do? <G> Actually it controls the video output.) A simple reseating of the chips fixed it. Have this done by an authorized ATARI shop if possible. I did so because I'm not so good with hardware.

Until next week.....

IMPORTANT NOTICE!
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As a reader of STReport International Online Magazine, you are entitled to take advantage of a special DELPHI membership offer. For only \$29.95 (\$20 off the standard membership price!), you will receive a lifetime subscription to DELPHI, a copy of the 500-page DELPHI: THE OFFICIAL GUIDE and over \$14 worth of free time.

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2. At the Username prompt, type JOINDELPHI.
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DELPHI is a service of General Videotex Corporation of Cambridge, Mass.

SPECIAL ANNOUNCEMENT

Beginning September 1, 1990, DELPHI will begin offering a new plan that will save you money! The new plan is called the 20/20 Advantage Plan and it features 20 hours online for just \$20 a month! The \$20 is a monthly fee that covers your first 20 hours online via direct dial into one of DELPHI's two direct-access lines, or via a special Tymnet 20/20 Access code. It also gets you additional hours at just \$1.20 per hour. And you get free access to several services on DELPHI as part of the Advantage Perks.

Other telecom services may have additional charges. Canadian Tymnet users have an additional telecom charge. Office Time access (7 a.m. to 7 p.m., weekdays) may have an additional charge. And of course, other restrictions may apply. But this is still an amazing deal!

For more information, contact DELPHI at 1-800-544-4005 and ask for Member Services.

DELPHI- It's getting better all the time!

INTRODUCING BATCH DOWNLOADS FROM MULTIPLE FILE GROUPS

Delphi has implemented a change to the SIG database program that allows batch downloads within multiple file groups. Entries in the database that have more than one file in them are affected by this change.

THIS DOES NOT MEAN BATCH DOWNLOADING
OF MULTIPLE ENTRIES
ONLY FILES WITHIN AN ENTRY GROUP

Batch downloading can be done through any of the three batch protocols, Zmodem, Ymodem Batch and/or Kermit. This often requested feature offers you the choice of downloading all the files in the group, a range or set of ranges of files, or any individual files. In this way, you have complete control over which files you specify for download.

PROCEDURE:

After reading the file description, type the appropriate command at the ACTION> prompt.

ACTION> <command> <file list>

Commands: ZDOWN is for Zmodem,
YBDOWN is for Ymodem Batch and
KDOWN is for Kermit.

<file list> 1-2 (download files 1 & 2)
1,2,4,5 (download files 1, 2, 4 & 5)
1, 3-6 (download files 1, & 3 thru 6)
ALL (download all files)

You may request any combination of files.

A comma is used to separate files in a list, and a '--' to mark a range.

It's a lot easier than it sounds, and the command DOWN ALL will work for people who have selected a preferred download method. In order to use this feature, your TERMINAL PROGRAM MUST ALSO SUPPORT BATCH DOWNLOADS!

=====

TURBO SUB - LYNX GAME

=====

by Dana Jacobson

I first heard of Turbo Sub for the Lynx at last year's WAACE show. There was a Turbo Sub contest, but since I hadn't even seen the game then, I didn't bother to enter. I had heard that the game was an excellent one, but until our user group's January meeting I hadn't even seen the game yet! We had a Lynx demo with the original and new models, and a multi-player gameplay with Slime World. After awhile, a few of us just played around with whatever games were available. By the end of the meeting, I managed to briefly check out Turbo Sub. I didn't fare too well, but I convinced its owner to allow me to borrow the game in return for my allowing him to borrow War Birds. I've been hooked ever since!!

The title of this game implies that there is a turbo-powered submarine involved. Well, since I didn't have the documentation to go along with the game, I'll take the author's word for it. The only time you get the feeling that you're in a sub is part of each playing level is underwater. The other half of the level is played above water; and you have the feeling that you're some kind of airship. Whatever...

The point of the game is to destroy aliens and various alien spaceships; and also avoid numerous obstacles which could lead to your destruction. The ultimate goal is to make it through 16 levels and destroy the alien Mother Ship in outer space, at Level 17. Along the way, you score points for destroying the aliens and various ships. Also, during game play, you must pick up "gem pods" which, depending on the number you obtain, will allow you to purchase certain weapons, shields, etc. which you need to survive subsequent levels. Get as many of these pods as possible or you'll never survive. More about this later.

Gameplay is quite simple, although certain "techniques" are necessary to better survive each level. Knowing how to complete each level, i.e. battle each type of alien or spacecraft, will enable you to progress quite nicely. Also, knowing what to expect at each level might help you decide which weapons or "accessories" will come in handy when it comes time to make purchases at the end of each level.

Let me give you a description of each level's opponents, and then give you some hints how to combat each one to complete the level(s). These hints aren't perfect, and you will be hit by alien weapons or run into the obstacles from time to time. Not to worry! Since I didn't have the docs to explain every detail of gameplay, I might not define all options correctly, but you will get the idea.

At each level, you'll appear as you're looking out of your turbo sub facing any oncoming aliens and ships. At the top of the screen you'll see some figures. The first figure tells you the strength of your shields with a number. This number signifies how many "hits" you can take before you're destroyed (and the game ends). These hits may differ by alien or spacecraft, because I have noticed after taking a hit that the number didn't go down until I took more than one by certain alien attacks. In any case, watch this number closely throughout the game - don't let it get too low! The second number refers to how many Mega Bombs you have in your arsenal. A mega bomb, when used, will destroy all aliens or ships that

are currently on the screen. Gem pods are not affected, so you can collect them while the mega bomb explodes.

Also, the mega bomb will not destroy certain aliens unless you fire more than one! The last figure tells you what level you're currently playing. In the top left corner is where you'll see your score. There's also a spot in the top right corner for a score, so I would imagine that two players can play at the same time hooked up with the Commlynx cable. At the bottom left of your screen is a fuel gauge. When it shows red, you're dangerously low on fuel - watch this gauge as well! On each level, the game is broken up into two segments: above water and below. Above, you're faced with various spacecraft and an alien called Mogoog (I call "them" the Skulls!). Under water, you'll face many different aliens, spacecraft and obstacles - all are very dangerous - shoot the hell outta them!!

The first level you'll face flying saucers above water. These attack with bursts of four fireballs. You can avoid these fireballs if you stay between the middle two. You'll be finished with this part of the level when you see a big "DIVE!" notice appear in the middle of your screen. Be cautious, as occasionally there will still be a few remaining saucers before you go beneath the water! Below water you'll face the Pillars, and obstacle, and the Crabs. You have to fly in between the pillars and avoid crashing into them. Along the way, pink gem pods will appear and you need to grab as many as possible while avoiding the pillars. It's not always easy. Once you make it past the pillars, you'll face the Crabs.

These actually look like giant red flies. Anyway, they'll be flying all over your screen, attempting to "fly" into you. They don't fire any weapons, but you either have to avoid them, or shoot them. All this time you're also trying to pick up as many gem pods as possible to buy weapons at the end of each level. The gem pods are extremely important to the successful end of the game! You'll know you've finished each level when you cannot fire your weapons any longer. Once this happens, guide your sub to the "rock" where you'll see a red pulsating oval. Actually, if you don't move, your sub will steer toward it automatically.

Once at this red oval, you'll "warp" into some sort of wormhole (ala Star Trek, TNG?!) and come to a screen where you'll see the number of available gem pods you have available to purchase certain weapons or options. These are also marked with the number of pods needed to purchase each. Buy wisely. One point to remember is before you enter the wormhole, check your fuel gauge. If you don't need fuel, use your pods to buy something else! Available items to purchase are an extra life, fuel, mega bomb, multi-blasters, rapid fire capability, shields, range missiles, and tracking. Without the docs to learn more, I have no idea what the range missiles do, or what tracking is. I rarely have bought tracking, but try to get the range missiles because when doing so, you also get the multi-blasters! I always make sure to buy a mega bomb and an extra life, no matter what. Rapid fire is nice, but you don't need it. Shields extend your allowable hits numbers, so buy them whenever you can. Buy fuel when the gauge is at half or lower. After you make your purchases, it's time to go on to the next level!

The second level you'll face the Mogoogs (I call 'em the giant skulls!) Blast them while avoiding explosions emanating from each one. During gameplay for each level above the water, I keep my sub continuously moving right, rarely stopping to attack; I shoot as I scroll by. This seems to work very well on each level above water. Under water next, you'll face Gamma Charges. These appear as two circular mines with

an electrical-like link between them. Avoid these by flying around, or above or below. Very often, I fire a mega bomb when I know I can't avoid them or can't afford to take a hit. Next, you'll face the Warp Mines. These are simply mines that you need to destroy or avoid.

Always remember: Gem pods are only available underwater, so always be on the watch for them! The third level you'll face the Stealth Raiders. These are some form of alien ship which fire at you. Get used to these, as you'll see them again and again on subsequent levels! Under water, you'll face Barracudas (red fish) and the Poldarcs (heads with helmets?). Try to remember how these aliens come at you to help you avoid and destroy them.

At the fourth level. you'll see _both_ Stealth Raiders and Saucers! Below water, you'll face Nebulas and firing Cannons. Cannons under water? Yep. You're not done with this level yet, so beware!! Every 4th level ends with an attack by a mechanized monster or an alien! On this level, say hello to the Galactapus, a giant octopus. It will take many hits to destroy this thing, or a couple of mega bombs will destroy it. Conserve your bombs whenever you can for emergencies, but you're pretty safe using one on this guy!

At the fifth level, you'll again be faced with the Mogoogs. Under water you'll face the Lasers. These are like the pillars, but they are swaying back and forth! Once you make your way through these, you'll be faced with the Snub Fighters. These fighters are alien spacecraft that fly underwater, firing at you along the way.

Subsequent levels are repeats of the first five levels, with some variety. Just so you'll know what to expect at each level, especially for future reference, I'll just tell you which spacecraft and aliens are on each level.

Level 6 - Stealth Raiders & Saucers; Pillars & Crabs

Level 7 - Stealth Raiders & Saucers; Gamma Charges & Warp Mines

Level 8 - Mogoogs; Barracudas & Poldarcs, the Mech-Shark!

Level 9 - Stealth Raiders & Saucers; Nebulus & Cannons

Level 10 - Stealth Raiders & Saucers; Lasers & Snub Fighters

Level 11 - Mogoogs; Pillars & Crabs

Level 12 - Stealth Raiders & Saucers; Gamma Charges & Warp Mines, the Mech-Ray!

Level 13 - Stealth Raiders & Saucers; Barracudas & Poldarcs

Level 14 - Mogoogs; Nebulus & Cannons

Level 15 - Stealth Raiders & Saucers; Lasers & Snub Fighters

Level 16 - Stealth Raiders & Saucers; Pillars & Crabs, and the Jellyfish!

At this point, let's hope that you have a few mega bombs left; you're going to need them! Also, let's hope you have a good supply of gem pods. Make sure that your fuel supply is full, buy shields, another mega bomb, another extra life, and whatever else you can afford. It's time for Level 17!!

If you make it this far, the game will take on a completely different look. You'll exit the buying screen the same, but your turbo sub will continue to rise, until you're in space. Be alert, as the alien Mother Ship is lurking out in space. Once you've made contact, the gameplay will take on similarities as the monsters at the end of every fourth level. The difference is that the Mother Ship is much tougher, and harder to hit. You can keep firing at it with your blasters, but mega bombs are much more enjoyable!! You'll know you're doing damage when you start to see small "fires" coming from the Mother Ship; it won't be long now! If you're successful, you'll see the Mother Ship start to explode. You'll then come to a congratulatory screen, and then see another screen showing the Mother Ship completely destroyed. It's worth the effort!! You'll then come to a high score screen. 150,000+ is a good score, depending on how much you "killed" along the way.

Overall, I was very pleased with the game. Initially, it was difficult and I was ready to give it back. But, once I got used to the various screens and how to shoot and run, it became more enjoyable. The graphics are very well done. The aliens and spacecraft you encounter throughout the game are very nice. The sound effects, though limited to explosions and firing of weapons, was good.

The game sounds simply like a basic shoot-em-up. Well, it goes beyond that. You do have to know how to "fly", or maneuver your ship to avoid obstacles and aliens while shooting. There is some strategy involved with using mega bombs conservatively and making the right purchases at the right times. The game is a lot of fun; and it's one I'd recommend you get. You won't get bored!

> THE BOUNTY STR Feature
=====

The Story of The Bounty

MUTINY OF THE BOUNTY
=====

compiled by R.F. Mariano

preface:

On a number of occasions mention has been made that the name of our support BBS, *The Bounty Atari ST BBS * FNET Node 350, implies something related to piracy of a historical nature. In light of this matter, we

present an accurate accounting of the events leading up to and following the making of the name of "The Bounty" legendary.

For our reference material, the Encyclopedia Britannica was employed. Since they are published in the USA, the historical accounts may differ somewhat from that of other countries.

-====-

A famous mutiny, (April 28, 1789) on a British Naval Merchant Ship near the Friendly Islands (Tahiti, etc.) in the South Pacific Seas. Began the whole magilla. Actually, HMS Bounty was dispatched by the Royal Navy in 1787 to transport plants of the Breadfruit tree to the West Indies in hopes of domesticating them.

Lt. William Bligh, whose outrageously stern discipline and irascible temper provoked the now very famous "Mutiny on The Bounty", commanded HMS Bounty. As result of the mutiny, Bligh and 18 crew members were forced to sail 4000 miles (approx) in a small open boat, reaching Timor in June. Bligh, would be known as a hero. Even to this day, his navigational skills are looked up to by many mariners as THE level of expertise to achieve. They then made their way back to Great Britain. Many of the mutineers settled on the island of Tahiti. They were later seized there as deserters, taken back to Great Britain for trial, where three of the ringleaders were executed by hanging.

The remaining 8 mutineers, led by Fletcher Christian, settled on Pitcairn Island, (also in the South Pacific and discovered by Philip Carteret 1767), after HMS Bounty was purposely scuttled by running her aground and set on fire to remove all traces of the vessel. Their presence was undetected until 1808. At which time only one was still alive. In 1839 Great Britain annexed the island. The Bounty survivors who settled on Pitcairn Island were never prosecuted.

The HMS Pinafore was also dispatched to retrace HMS Bounty's voyage in hopes of finding and arresting the remaining Mutineers. They found some on Tahiti and they were taken into custody. As the Pinafore made for Britain it ran aground and sunk on the reefs surrounding Australia. The Australian government tenaciously guards the recently discovered location where the Pinafore was sunk and has made it a national treasure to protect the treasure and artifacts yet to be brought up from the 100-125 foot depths she lay in..

Never was The HMS Bounty involved directly or indirectly in anything even remotely associated with Piracy, Pirates or any "Blue Beard, Red Beard or Cap't. Hook" type activities.

Any attempts at linking HMS Bounty and acts of piracy perpetrated on the high seas are total fiction, inaccurate and are pure products of very active imaginations. It makes for good reading and nothing more.

Further, The Bounty Atari ST BBS - FNET Node 350, the Home of STReport International Online Magazine, has been in operation since late 1982. The Bounty BBS first ran as an 8 bit BBS and then an ST system as it is now. Bear in mind, although there have been some rather crude accusations made by some disgruntled apologists, nothing has ever been proven. In fact the board has been on a number of occasions been inspected. Once through a surprise visit by two Atari notables. Again, no wrong doing was found.

Ralph @ * The Bounty ST BBS * FNET Node 350
Home of: STReport International Online Magazine
Friday, January 31, 1992 - 5:47:30 pm

> STR Portfolio News & Information
=====

Keeping up to date...

THE ATARI PORTFOLIO FORUM
=====

On CompuServe

by Judith Hamner 72257,271

All of the new uploads this week were from Don Thomas of Artisan Software. He is working on a new program, ADCALC for the Portfolio, designed as a tool for advertising marketers. ADCALC.ZIP contains a working demo of the program. This program also contains some good examples for PowerBasic programmers. TITLE.EXE contains the opening animation sequence for the program.

Another graphics offering is JJ.COM. This is a screen displaying the Johnson and Johnson logo upon startup.

The forum libraries are undergoing renovation. With the new forum software, cross-library searching is possible. Therefore, it is unnecessary to have a lib for new uploads. Library 1 will serve to hold forum news and help. This should make it easier to find the desired information. We'll have a listing of the new library names next week.

> STReport's Editorial Page

"Saying it like it is."

From the Editor's Desk

Through the use of constructive criticism, (which Atari seems to have a great deal of trouble handling), most of the concerned users in the

Atari userbase have, at one time or another, tried or are trying to help Atari. Unfortunately, when there are a few at or near the top who feel they are "perfect" and can do no wrong, it becomes a far more involved situation and indeed an extremely difficult task. There is no, actual or imagined, discouragement or maliciousness in any type of criticism meant to improve any situation. Its only when those who think they have all the answers are compelled to reply with very typical "you don't understand", "you haven't a clue", "we don't see things that way", etc.. that an "us and them" situation develops. This too can be overcome.

Please be advised, that silent complacency equates to implied consent, permissions and approval. By allowing this to occur it becomes a message that is usually interpreted as "everything is ok" by those companies whose critiques are 'slim and none'. In other words, they get the impression they are doing "all the right things" because "nobody's complaining". Certainly we wouldn't want to mislead Atari's top brass, now would we?

It has been said that a certain leader at Atari has stated that "there is "no room" in my life for those who complain about Atari". That type of statement seems to be saying; "shut-up or else". If such is the case, this "leader" typifies those who would "kill the messengers" to stifle the messages rather than cure the problems. How very positive and creative for the company. Actually, this type of off-handed, uncaring, remark is symbolic of an individual who is suffering from the deep throes of "burnout".

Atari for example has at times, had a remarkable number of the most brilliant people in the computer industry, worldwide, in its employ but many are gone. Why? Because the rewards of being there were simply overwhelming? Of course not. However, its possibly because there are still those, at or near the top, who seemingly cannot or will not accept criticisms of any kind. They seem to see critiques, no matter how correct and constructive they may be, as a "threat" of some kind. Atari's problems are seemingly from within. Until they... see that and correct it, the names, dates and products will change, but the scenario seems destined to never change. Its ironic but just this past week I was reading some three and four year old issues of STReport and lo and behold, all I had to do was change certain names and product designations and they read like it was today's news. Amazing... Simply amazing.

As many times as I have devoted an editorial to Atari for one thing or another, I must still point out a very strong point that cannot be taken away from them. Their hardware is superb. The Mega STe is a super machine for the money. In fact, its a bargain for the performance and the potential it has for the future. Thank God we still have developers who believe there is a strong future on this platform. Essentially, we have Soft-Logic, ISD, Codehead, Gribnif and a number of other developers like them who keep the ember of life on this platform alive and well. All I can say is thanks to them and to the users.

Please fellow Atarians, don't stop trying to help Atari, let them know what bothers you and how you feel it may be corrected. Constructive criticism never hurt anyone willing to learn from their mistakes and bad judgment calls.

Hey TAF... we're rootin' for ya!

Thanks to all our readers for the fine support!!

Ralph @ STReport International Online Magazine

"Reporting ABOUT Atari, not FOR Atari!"
Friday, January 31, 1992 - 4:27:52 pm

ps; Codekeys can do all kinds of neat things!

> STR Mail Call "....a place for the readers to be heard"
=====

From GEnie
Item 1239185 92/01/27 18:28
From: R.GLOVER3 Robert Glover
To: ST-REPORT -> ST.REPORT R.F. Mariano

Sub: Something I read...

I read in STR804 about a supposed trade-in/repair/replacement plan that Atari is offering. It had to do with a post from Dan McNamee stating that if someone sent in their Mega ST4 with \$399, they would get back a Mega STe 2. The message said to speak to Carl Bacanni (sp?) in Customer Relations.

So, I called Atari today, and, after a few hours and a half dozen or so attempts, I got through (they don't like to answer their phones). Whomever I spoke to insisted that they had no such policy, and that Dan McNamee was in error and that it had been straightened out.

I had thought that Atari had finally gotten their collective heads out of their a\$\$es, and decided to offer a reasonable upgrade plan, since \$399 isn't a bad deal to go from a Mega ST4 to a Mega STe 2. But, instead, the person on the phone said that the \$399 was to replace a Mega STe that was broken. Now that's outrageous. Nobody in their right mind would pay that!

Don't get me wrong--I'm not upset with you or the magazine. I'm just miffed at the attitude I got on the phone. It was as if I was trying to take them or something was the impression I got. Rather than the guy apologize for the error, he went out of his way to tell me that I had misunderstood what I read, and that I was completely wrong. Isn't that great customer support? Now if somebody at Domino's Pizza cut that attitude with someone, all that person would have to do is call the 800 number on any Domino's Pizza box and complain. They would then be contacted within 24 hours by a representative that would (for all intents and purposes) BEG their forgiveness, and send them a year's supply of FREE pizza coupons. (I used to work for Domino's). Now if I called Atari about that, they'd probably tell me to THROW AWAY my Mega ST4 and go buy a

Mega STe 4.

I realize you already know this. I'm just really annoyed at them, and I think perhaps this posting needs a little more attention, or perhaps Atari's attitude could stand a little spotlight. I'm basically trying to vent my frustrations. It's kind of like the guy having trouble with Supra about his 30 meg hard drive (did you read his text upload?).

Oh well... thanks for the ear.

Robert
(R.Glover3)

Robert;

While I'd love to sympathize with you, the article you saw is presented below exactly as it was in STR804. While I would tend to agree a 'trade-in' deal would be nice, even I can see how it would, in all probabilities, be un-workable if not impossible. Besides, those words never appeared in the item you made reference to. Atari used to have an excellent program for exchange of defective product. But that has all changed.

Now, with the advent of possible a National Service arrangement with General Electric Service most users will in the future have easy access to service. Also, all Atari product is reported to carry a one year warranty from the date of purchase as of November, 1991.

One person reported about a friend having a defective DMA chip in his MegaST and asked Atari on what their repair/replacement policies are. From Dan McNamee (Atari) - Cat. 14, Topic 5, Msg. 124 - from the ST Roundtable on Genie...

If your friend sends in his Mega 4 to us, he will get in return a Mega 2 STe under the repair/replacement plan. The fee is \$399 plus shipping and handling. For further information, have him contact Carl Bacanni in Customer Relations.

The above is an exact excerpt from the item to which you refer. Thank you for bringing your impressions of how you were treated by Atari to our attention. It may have been a 'bad day'. Then again, it appears to be a sign of the times.. everyone seems to have a short fuse these days. Hang there though... The hardware is still a very good deal.

Ralph @ STReport International Online Magazine
"Reporting ABOUT Atari, not FOR Atari!"
Friday, January 31, 1992 - 3:41:10 pm

From Delphi

FORUM>Reply, Add, Read, "?" or Exit>
J35333 28-JAN 21:21 Telecommunications
RE: Delphi 20/20 (Re: Msg 35327)
From: WAYNEDUNHAM To: TRAHERNE

- True! I read that Jeff Lomicka's Good Backup Utility (he heads a local user group here) has sold an astounding 500 copies so far! Ack!

Only 500!?? WOW, that's SAD! It is THE best backup program I've seen on the ST and I've looked at them all. Of course that's only IMHO. :) At any rate it matched all my criteria which is more than I could say for most of the others.

My biggest criteria?????

1) Save the files in STANDARD format! That way I can get them back if my index disk goes bad. I was burned once by a program that didn't save the files in a standard format. The index disk went bad and I lost 30 megs of files. I could see the *&%^\$ files on the disk, but without a directory sector I had no way of getting them. I could probably do it now with the knowledge I have, but at that time it was beyond my expertise.

2) Incremental backups. Most of the better programs do this.

3) Be able to recognize programs/data files that have changed even if the size or datetime stamp hasn't changed. Many programs save their configuration internally so the filesize and timedate stamp don't change. GOOD finds these files every time!

4) Allow me to save the backups anywhere I want. Drive A, B, another HD partition, SyQuest Cart, etc. I don't know if any others allow this, but at the time GOOD was the only one I found.

I back up my HD onto SyQuest carts, and the SyQuest Carts onto floppies. Not the HD backup SyQuest carts, but the others where I keep my source code, pictures, fonts and documents for Calamus, etc.

5) Configurability! The ability to be able to tell the program what *I* want it to do in certain situations. Things like if the file has changed do I want to back it up, restore from the old copy, do nothing, etc. Many can do this also, but I find GOOD's method nicer than some of the others.

6) NO IMAGE BACKUPS!!!! (See #1!)

GOOD is the only one I've found that met *ALL* my criteria. Since then I've found added bonuses like lockout lists. You can save lists of files that you don't want backed up, or lists of paths/files that you do want backed up. For instance I use Aladdin on *G* and I don't want the message files backed up so I have those locked out.

Wayne

Good Backup Utility \$39.95

Call to order or for more info:

Tidbit Software Engineering Company
25 Wood Lane
Maynard, MA. 01754

Jeffrey A. Lomicka
508-897--7429

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The regulars and this week's contributors!

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IMPORTANT NOTICE

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Please, submit letters to the editor, articles, reviews, etc...
via E-Mail to:

Compuserve.....	70007,4454
GEnie.....	ST.REPORT
Delphi.....	RMARIANO
BIX.....	RMARIANO
FIDONET.....	112/35
FNET.....	NODE 350
NEST.....	90:19/350.0

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"
=====

- London, UK

HISOFT AND GOLDLEAF PUBLISHING GO SEPARATE WAYS

Earlier this week, HiSoft of the UK announced they would no longer be represented in the USA by Goldleaf Publishing in California. HiSoft also made note they would soon announce a new North American outlet and support source for their Atari ST/TT and Amiga products. Rumor has it that ISD may be the new candidate. If such is true, the North American users will be assured of excellent support. ISD has, in many cases, blazed the course in innovative distribution and support techniques.

- San Francisco, CA

TOS 2.06 MAY BECOME TOS 2.07

In an ongoing effort to improve overall quality of all products to be released, Atari is reportedly putting the finishing touches on TOS 2.06/7. It appears a last minute undocumented 'feature' was discovered. It seems it was inadvertently introduced while the scroll was being fixed. Hopefully, part of the polishing will include the refinement of Flow Control and the increase to at least 38.4 in Baud Rate. Current TOS versions only allow up to 19.2 baud.

- San Francisco, CA

FSGMDOS - WHERE IS IT??

FSGMDOS, once heralded as the NEW STANDARD, almost three years ago, is available at this time but only to those who purchase Word Flair II and developers who request it. Many of the users who have anxiously awaited this "new standard" have moved on to programs they do not and will not require the use of FSGMDOS. It was first formally announced to be available to general distribution as of August 01 of last year. We were then informed that it would be delayed because of "last minute refinements" and would be available later in the year.

It seems "packaging design problems" colors etc.. delayed it once again. Subsequently, it was announced to hopefully be ready for sale by January of 1992. Now with the announcement of Calamus SL and of course with PageSTReam 2.1 available for some time, many of those who waited patiently are involved with these programs. Incidentally neither of these programs require the use of FSGMDOS. Oh well, tomorrow is Feb 01, and it's still not available as a stand alone offering.

- New York City, NY

NEW ATARI HARDWARE TO DEBUT AT CeBITT

As a follow up to last week's teasers about Falcons & Sparrows! The Avian Paradise... Deep Throat :-)... tells us its rumored the "STT040", 68040 Super TT, (FALCON) is a real "muscle machine" of the upcoming future for Atarians. Its debut at CeBITT and shortly thereafter in April in the USA, should provide a monumental boost to Atarian's moral worldwide. Its mentioned there will be either a "Cube or Tower" available for Falconers with the Tower having eight bays. 24 bit color will be the order of the day as will a full 32bit bus IO.

bit Analog and 24 bit digital audio. Considering the expanded resolutions, the totally professional built-in audio provisions and Genlock, the professional entertainment world appears to be in for a computing treat... the likes of which they've never seen before.

Its also rumored Ethernet will be included and it will have multiple VME slots 3-6-1u types accepted. A Floptical Drive (Insight) is alleged to appear in one of the bays. Can you spell RISC? A 1 gig Hard Disk is rumored to become available too. How about memory being expandable up to 96mb! It rumored that Toshiba's new 16mb simms are employed. You may also find there will be no ST Ram. Its also rumored Sparrow lovers are to see a less costly version of the TT040 in either the Wedding Cake or Pizza Box style Cabinet. The BIGGEST rumor of all.. may be about Atari considering placing products with major PC type Mail Order Houses.

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Words of Wisdom

"LOOK NOT ETERNALLY BACKWARD IN ANGER....
.... LEST YE MISS THINE FORTUNE AHEAD!"

Ben Van Bokkem ~ 1992

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